



PlayStation

Santa Claus saves the Earth

PAL



TELEGAMES

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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1
Player



Memory Card
1 block



Analog Control
Compatible

SES-04023

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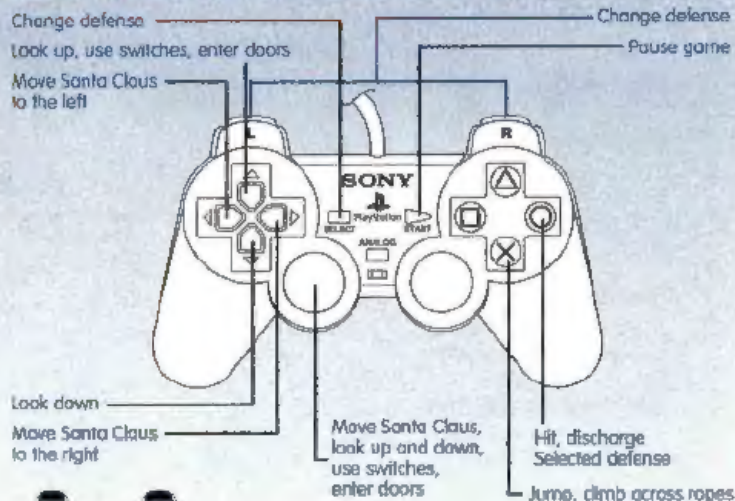




Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the Santa Claus saves the Earth disc and close the Disc Cover. Insert game controller and turn on the Console. Follow on-screen instructions to start a game. It is advised you do not insert/remove peripherals or Memory Cards once the power is turned on.

Make sure that there are enough free blocks on the Memory Card before playing. This game requires 1 free block to Save Game. Although both memory card slots can be used by this title, when a memory card is inserted in both memory card slots, the memory card in memory card slot 1 will always be used.

Analog Controller (DUALSHOCK®2)



NOTE: You may have a controller that looks like this, if so please use the Directional buttons to move Santa Claus.

Background

Wow! Only one day left until Christmas! Little children all over the world are anxiously awaiting Santa's visit. Meanwhile, very deep under the ground lives a wicked fairy, Nilam. She has a magic pot that allows her to see everywhere in the world. She looked into her pot and saw Santa and his helpers packing presents for all the children and became furious that so much joy existed in the world.

Nilam concocted a spell that enchanted Santa and locked him in her magic lands. You must help Santa escape the worlds controlled by Nilam. So that he can complete his Christmas Eve mission. Only a few hours remain, so get cracking!

Getting Started

Main Menu

Press the UP/DOWN Directional Buttons or move UP/DOWN Left Analog Stick to toggle between the different options, press X Button to select. These navigation controls stay the same throughout all menus in the game. Use the Directional Buttons or Left Analog Stick to navigate through the menus and press X Button to accept an option.

NEW GAME: Starts a new game.

LOAD GAME: Allows you to continue a saved game. Game progress can be saved to a Memory Card after each completed mission.

OPTIONS: Here you can change the settings for the music, sound, and view the credits that show who has worked on this game.

Controls

Here you can find all the necessary actions you can do in the game.

Movement

Move Left/Right: Use Directional Buttons or Left Analog Stick to control Santa's on screen movement.

Jump: Press X Button to jump. The longer you hold it, the higher Santa Claus jumps.





Enter the Doors: Press Directional Button Up or hold Left Analog Stick in upward position if you are standing in front of the door.

Press Buttons / Switches: Press Directional Button Up or hold Left Analog Stick in upward position if you are standing in front of the Button or Switch.

Look Up / Look Down: Simply press Directional Buttons Up / Down or hold the Left Analog Stick in the upward or downward position.

Climb Across Ropes: Hold down the X Button as long as you want to climb across ropes.

Defenses

Nilam's magic land is filled with enchanted guards and other creatures that will try to prevent Santa from escaping. These minions with materialize periodically to try and stop Santa. However, if Santa is successful in defending himself, they quickly de-materialize and teleport to another area to lay in wait for the next opportunity to stop Santa. If Santa is unsuccessful in his defense, he is magically de-materialized and returned to his previous starting point.

Hit with the Bag: Hold O Button in order to use your bag to defend yourself.

Throw Snowballs: Press O Button once to throw. You can also throw snowballs up and down by simultaneously pressing O Button and Up/Down Directional Button or with the Left Analog Stick in upward/downward position.

Discharge the Candy Cannon: Press O Button once to discharge. You can also discharge up and down by simultaneously pressing O Button and Up / Down Directional Button or with the Left Analog Stick in upward/downward position.

Discharge the Tomato Gun: Press O Button once to discharge. You can also discharge up and down by simultaneously pressing O Button and Up / Down Directional Button or with the Left Analog Stick in upward/downward position.

Change defense: Press Select Button or L1 Button or R1 Button to change your method of defense.

Playing the Game

Each level has an exit door or a bonus that takes you to the next level. Often, the doors are locked and you have to find the right key to unlock it. Your main objective in each level is to defend Santa against the minions, find the right key, and proceed to the next level.

Game Over and Save Game

If you lose your health – the game is over. You will be presented with the Game Over screen and if you have any turns left, you will be able to CONTINUE. Otherwise, you will have no other choice but to select END.

You can Save Game to your Memory Card after each completed level. By using the Save Game you will be able to resume playing from the level that you have saved onto your Memory card.

Enemies



Caveman with Bat

The easiest guard to defeat. Very numerous. He can defeat Santa Claus with his bat.



Man with de-materializing Pistol

Very sluggish. Tries to de-materialize Santa to send him back to the start.



Two-legged Wild Boar

It will take you some time to defeat him. Defeats Santa Claus with his magic torch.



Flying Head

When this guy notices Santa Claus, he will follow him through the level. Pecks with his beak while flying.



Crazy Dog

Very fast, evades projectiles. Jumps and snaps Santa Claus.





Iguana

Slow, but difficult to defeat. Spits so quickly that it is virtually impossible to get away. Avoid!!!

Bonuses



GREEN BONUS

The simplest and the cheapest. 1/5th of the blue bonus.



RED BONUS

The most expensive and the most rare bonus.



BLUE BONUS

In between the cheapest and the most expensive. 1/5th of the red bonus.

POWER-UPS



MED-KIT

Adds one heart (from 4 possible, therefore, it is equal 25% of the energy span).



SUPER-JUMP

After taking this power-up, Santa Claus starts jumping 2 times higher than before.



INVULNERABILITY

By taking this power-up, Santa Claus becomes immune to attack.

PROJECTILES



SNOWBALL

Gives you 5 extra snowballs.



TOMATO

Gives you 20 extra tomatoes.



CANDY

Gives you 2 extra candies.

KEYS



RED KEY



GREEN KEY



YELLOW KEY

DEFENSES



BAG WITH PRESENTS

Santa's simplest and weakest defense. Always available.



SNOWBALLS

Recharging is necessary. Packs of snowballs can be found at different places in the levels.



TOMATO GUN

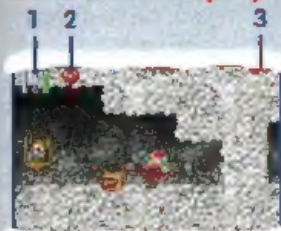
Recharging is necessary. Packs of snowballs can be found at different places in the levels.



CANDY CANNON

Candy can be found at different places in the levels.

On-Screen Display



1. ENERGY INDICATORS: In the upper right hand corner of the screen, three vertical indicators are located that are filled, accordingly, with green, red, and blue liquid. When the player takes a bonus with certain color, it adds up the liquid in the corresponding indicator. When the green indicator is full - it is emptied, but the liquid to the blue

indicator is added. When the blue indicator is full - it is also emptied, but the liquid to the red indicator is added. And when the red indicator is full, it is also emptied, but the player gets TUP (1 more energy).

2. DEFENSE: Constantly updated image that shows what defense the player has chosen now out of the ones he has currently available. Defense can be changed by pressing Select Button or L1 Button or R1 Button.

3. HEALTH: Hearts represent Santa's health. There are 4 of them in total. Health can be improved by collecting the power-up Med-kit.





Information Screen



Information Screen appears when you press Start Button. Below is an example of Information Screen.

1. **KEYS:** shows the keys you have.
2. **AMMO:** shows the amount of snowballs, tomatoes and candy you have.
3. **LIVES:** shows the number of turns you have remaining.

Hints and Tips

- Did you know that Magic Lands have secret areas? No? They do – you can walk through some of the walls!
- It is a good idea to destroy boxes, TVs and wardrobes!
- Easiest way is not the fastest. Try to find alternative ones.
- Usually, jumping power-up is in its place for a good reason...
- The best way to kill Wicked Fairy Nikam is to jump over and throw down snowballs.
- Two-Headed Giant Aksim cannot protect himself from the bullets shot at his back.

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